What is claimed is:

1. A control device for mixing and positioning voices, comprising:

an input audio channel controller further comprising: an input electric balance controller, a plurality of input to output connection controllers; and a main controlling loop selector;

an output audio channel controller; and

a plurality of preset changing main controllers further having: a change control button and a change selector.

2. The control device for mixing and positioning voices as claimed in claim 1, wherein the input electric balance controller is utilized to control parameters of signals from a plurality of input channels.

3. The control device for mixing and positioning voices as claimed in claim 1, wherein the plurality of input to output connection controllers is utilized to set each one of the plurality of input channels to at least one of a plurality of output channels.

4. The control device for mixing and positioning voices as claimed in claim 1, wherein one of the plurality of input to output connection controllers is selected by the main controlling loop selector to be controlled by one of the plurality of preset changing main controllers.

5. The control device for mixing and positioning voices as claimed in claim 1, wherein one of the plurality of input to output connection controllers is set to operate independently without being controlled by the plurality of preset changing main controllers.

6. The control device for mixing and positioning voices as claimed in

claim 1, wherein the output audio channel controller controls combination of the plurality of output channels based on combinations of the plurality of input channels to the plurality of output channels set by the plurality of input to output connection controller; and a number of output loops is the same as a number of the combinations set by the plurality of input to output connection controllers.

7. The control device for mixing and positioning voices as claimed in claim 6, wherein the output audio channel controller directly outputs signals based on the combinations set by the plurality of input to output connection controllers, or mixes the signals again and then outputs the mixed signals.

8. The control device for mixing and positioning voices as claimed in claim 1, wherein the change control button servers for switching the combinations set by the plurality of input to output connection controllers, and after one of the combinations being set, the change control button serves to handle a loop of the one of the plurality of input channels to the plurality of output channels by the set combination.

9. The control device for mixing and positioning voices as claimed in claim 1, wherein the change selector serves to change combinations of the main controlling loop selector.

10. A control method for mixing and positioning voices, all input audio channel being assembled into multiple output channels to match required voice emitting points, comprising:

arranging outputs of voices based on a viewpoint of visual effect;

wherein a positioning of each voice is set at a reasonable position based on a viewpoint of a camera, as the viewpoint of a camera is changed, the viewpoint of voice is also changed; positioning of voice must be designed to match capturing points of cameras; and

matching a voice control to movements of objects, wherein unused main controlling loops are selected to be as audio channels of independent movements and each preset sets of the audio channels is set with input start point, passing through point, far away points.

11. The control method for mixing and positioning voices as claimed in claim 10, wherein as visual viewpoint is used to set voice output, a sound effect process is performed, at least one channel is set with various preset sets which are used in the same main controlling loop so that audio and video effects are presented synchronously.

12. The control method for mixing and positioning voices as claimed in claim 10, wherein a sound effect processor is used, a hidden effect of Doppler effect is set, thereby, the frequency of a sound is shifted to a higher frequency based on the speed of an object; and setting a passing point, sound is shifted to the lower frequency; thereby, a three dimensional sound effect is achieved.